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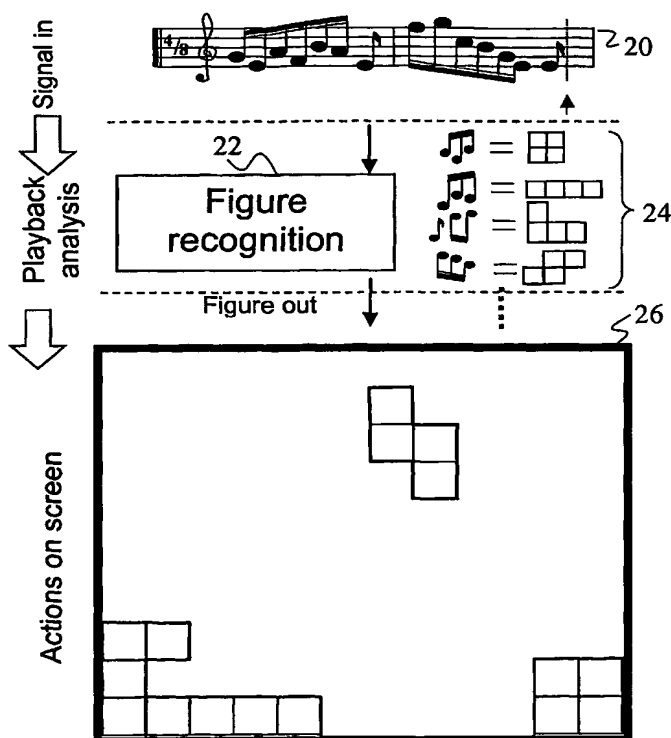
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(54) Title: METHOD AND DEVICE FOR CONTEXT DRIVEN CONTENT GAMING



(57) Abstract: The present invention relates to games on electronic game devices. More specifically the present invention relates to a method and a device for generating game control data for an electronic game dependent from context related data. The present invention is provided to execute a game in relation to present or selected external circumstances that can be perceived by a player. The method of the present invention is based on accessing context data such as e.g. a piece of music, and generating game control data on the basis of said accessed context data. The game control data can be used to control the execution of the game, which can be in turn perceived by the player as providing more realism in gaming.



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